Dungeon Maker II
THE HIDDEN WAR™
EVERYONE 10+
ENFANTS ET ADULTES 10+
E
10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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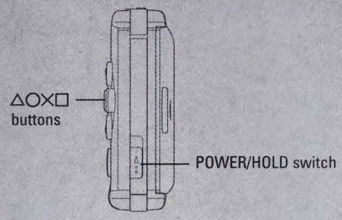
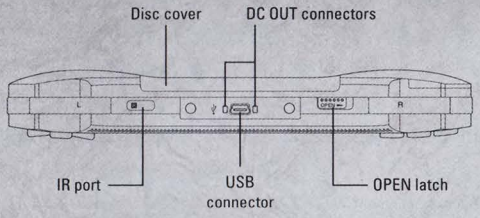
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **Dungeon Maker 2™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

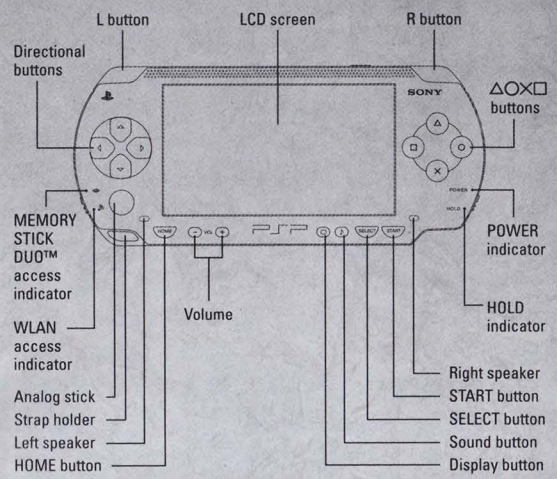
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WI-FI (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN).

You can adjust the network settings to allow connection to a wireless local area network (WLAN). **Dungeon Maker 2™** supports Ad Hoc mode only.

Ad Hoc Mode: Ad Hoc Mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

Game Overview

Basic Information

In the action role-playing game **Dungeon Maker 2**, the Hero (the player) creates an original dungeon, into which he lures monsters to defeat. The player starts out with an empty cavern, which is then expanded with architectural magic that can be used to dig holes, create corridors and rooms, and decorate the dungeon.

There are all sorts of monsters to attract to your dungeon by making it larger, deeper, and more complex day by day.

Defeat monsters to acquire new weapons and armor. Empty chests you place in the dungeon may contain treasures hidden there by monsters.

The purpose of this game is to trick increasingly powerful monsters that threaten the world into your dungeon for you to defeat!

Starting the Game

Starting a New Game:

Select "New Game".

Continuing a Game:

Select "Continue".

Before selecting "continue", first insert a "**Memory Stick Duo**" or **Memory Stick PRO Duo**" with game data saved into your **PSP®.**

Saving

You can save game data from the command menu in town, in the dungeon, or at your home.

You will need to have inserted a "Memory Stick Duo" or "Memory Stick PRO Duo" with at least 224 KB of free space in your PSP® port.

Story

Seventy thousand years ago, gods and demons were waging a war on earth.

This conflict came to an end when the gods achieved an overwhelming victory, isolating the queen of the demonic lands and demanding her surrender. Under the terms of this surrender, the demons agreed to maintain a truce with the gods for seventy thousand years.

Time inevitably marched on, until the period of truce was finally at an end.

Even after the truce was officially over, no demon appeared who whould dare engage the gods in yet another hopeless battle.

No demon but one, that is...

The Hero

An architect and Dungeon Maker

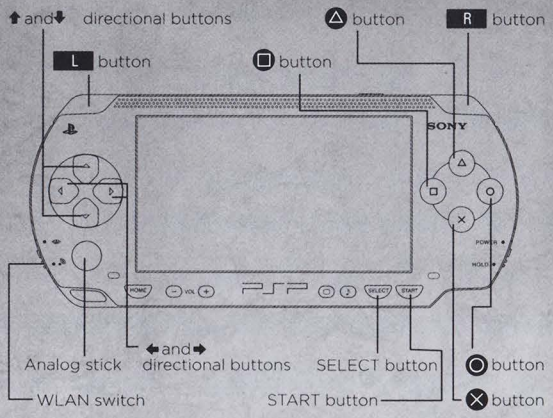
Cecil

An apprentice Dungeon Maker and Sidekick

Genju

A mystic beast that befriends the hero after being rescued from a giant monster's captivity

CONTROLS



Controls (In Town and Dungeons)	
Analog stick	Move cursor/character
Direction buttons	Move cursor/character
▣ button	Displays Command Menu
△ button	Unused
✕ button	Confirm
○ button	Cancel
START button	Pause
SELECT button	Displays map/Rule Book

Controls (Dungeon Only)	
○ button	Confirm/Weapon Attack
△ button	Special Attack or Use Stairs/Elevator
R button	Shortcuts
L button	Guard(when equipped with a shield)/Camera control

CONTROLS

R button Shortcuts	
R button + ○ button	Weapon swap
R button + △ button	Use Magic
R button + ▣ button	Issue a command to Genju
R button + ✕ button	Use a Potion
R button + L button	Lock-on/Unlock target for attack

The automatic lock-on setting locks onto the closest enemy. Turn the setting on or off by selecting (Command menu -> Option -> Auto Lock-On).

When this function is activated, every time the player moves, he will continue facing and attacking the locked-on enemy (when the player does not have a locked-on target, attacks will be applied to whichever direction he is facing).

L button Camera Controls	
L button + ↑and↓ directional buttons	Change the camera's height
L button + ←and→ directional buttons	Change the camera's position
L button + ▣ button	Resets the camera's position
L button + ✕ button	Aligns the camera to player

How to Play

A Dungeon Maker's Day Begins Every Morning in Town:

In the town, you can speak with the townspeople and purchase items from them in preparation for entering the dungeon.

Once preparations are complete, its time to enter the dungeon.

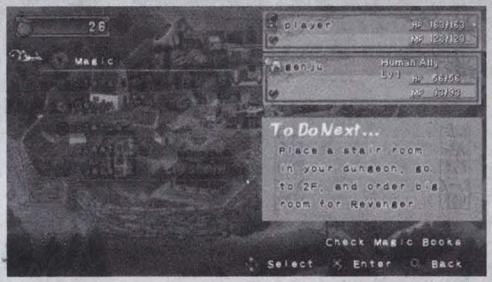
You will start in the entrance hall the first time you enter the dungeon. Use building materials and architectural magic to create your dungeon, then come back the next day to defeat any monsters that may have moved in overnight. Continue expanding your dungeon to lure more monsters to their doom.

Return to the town and sleep in your home to end the day.

The Town

In the town, you can speak with people and purchase items from shops in preparation for entering the dungeon. As the game progresses, townsfolk will ask you to perform various quests such as defeating certain monsters or aquiring certain items.

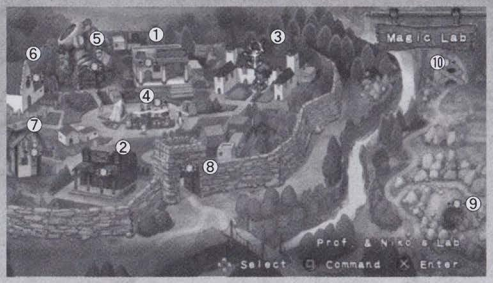
Command Menu



Magic	Check your magic.
Items	Check your items.
Genju	Check your Genju.
Status	Check your status.
Quest	Check your quest details.
System	Save, Load, read Rule Book*, or Check Notes**.

*Rule Book: Check the game rules.
**Notes: Check game hints you have acquired so far.

Town Facilities



Use the directional buttons or analog stick to move the cursor to where you want to go, and then press the ⊗ button to move

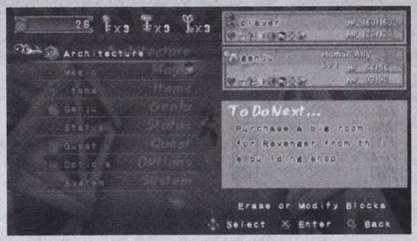
Town	
① Building Shop	Purchase the building materials you will need to build your dungeon.
② Armory	Purchase weapons and armor.
③ Magic Research Lab	Purchase spells, books and magic items.
④ Outdoor Market	Purchase ingredients for dinner, or to buy & sell items.
⑤ Museum	View a guidebook featuring monsters you've defeated, or items you've acquired.
⑥ Your Home	This is where you live, eat, and sleep.
⑦ Apothecary	Purchase recovery items.
⑧ Town Exit	This is where you will end up if you are defeated in battle inside the dungeon.

Outside Town	
⑨ The Dungeon	The entrance to the dungeon.
⑩ Cave Entrance	Go here for wireless functions, save, and load dungeon data.

The Dungeon

Expand the dungeon by placing corridors, rooms, and other features at will. Defeat the monsters that take up residence inside in order to acquire various weapons, armor, and items.

Command Menu



Architecture	Change, delete, or decorate corridors and rooms.
Magic	Check your magic.
Items	Check, use, and equip your items.
Genju	Check and issue commands to your genju.
Status	Check your status.
Quest	Check your quest details.
Options	The settings screen.
System	Save, Load, Organize Data, read Rule Book, or check Notes.

Status Window

Attack Parameters

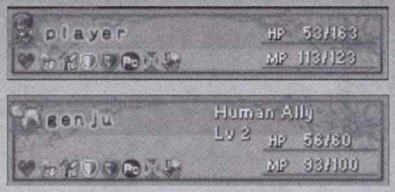
ATK	Power of weapon attacks	Holy	Power of holy attacks
Fire	Power of fire attacks	Dark	Power of darkness attacks
Water	Power of water/ice attacks	Stun	Ability to stun
Wind	Power of wind attacks	Poison	Ability to poison the enemy
Earth	Power of earth attacks	Drain	Ability to drain the enemy's health
		Instant Kill	Ability to kill the enemy instantly

Defense Parameters

AML	(Armor Level) Total Defensive power of all your armor
Fire Resistance	Resistance of fire attacks
Water Resistance	Resistance of water/ice attacks
Wind Resistance	Resistance of wind attacks
Earth Resistance	Resistance of earth attacks
Holy Resistance	Resistance of holy attacks
Dark Resistance	Resistance of darkness attacks
Stun Resistance	Resistance to being stunned by a blunt weapon
Poison Resistance	Resistance to poison attacks
Guard	Additional defense bonus applied

Skill Parameters

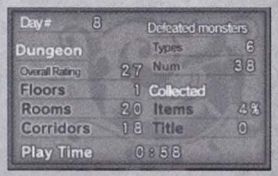
HP	Maximum health points
MP	Maximum magic points
STR	The body's strength (this affects the attack rating of weapons)
SOL	The body's solidity (this afffects the defense rating)
INT	Intelligence (this affects the power of magic)
WIS	Wisdom (this affects the ability to resist magic)



Status Icons

- Poisoned
- Magic prohibited
- Weakened by curse (skill parameters decreased)
- HP automatically regenerates
- Magic barrier in use
- Shield magic in use
- Strengthened status (skill parameters increased)
- Rebirth available

Game Statistics

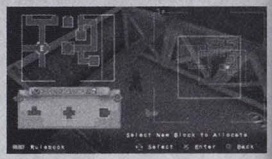


This chart shows the dungeon's rating, the total number of monsters defeated, collected items, acquired titles, time played, and other statistics that summarizes your game.

Building Your Dungeon

A target mark will be displayed on the wall, at the end of the corridor (target mark will not be displayed if there is an enemy nearby).

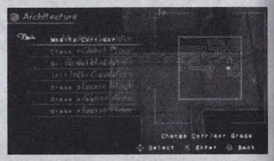
Press the △ button to display the building materials available for placement. Use the ⬅ and the ➡ directional buttons to select the desired part, and the ⊗ button to confirm your selection.



*Building materials can be placed freely.

Architecture Commands

Use the "Architecture" command menu to change decorations or to delete decorations from previously built corridors and rooms.
Different monsters will be attracted to your dungeon depending on how you decorate its corridors and rooms.
Note that you will retain all removed building materials after deleting decorations.



Architecture Commands	
Modify Corridor	Use wallpapers in your possession to redecorate the corridor.
Modify Room	Use decoration items in your possession to redecorate the room.
Building Material	Check the building materials you've obtained.
Initialize All Corridors	Remove the wallpaper from all corridors in the floor you are in.
Erase Block	Remove one block from the floor you are in.
Erase Area	Specify an area of blocks to remove.
Erase Entire Floor	Remove all blocks on the floor.

Returning to Town

To return to the town from the dungeon, go back to the entrance (the "entrance hall") and press the △ button to ride the elevator, then select "Exit Dungeon".
You can also use the "Return" spell (which consumes no MP) to return to the town from anywhere inside the dungeon.

Returning to Your Home

When you return from the dungeon to the town (including when you return automatically after being defeated in battle), it will be night time. You can go home to eat and sleep.

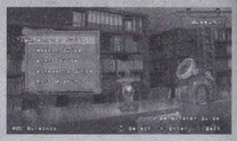
Storeroom	Use this to store weapons, armor, and items you're not using now.
Journal	Quests and actions performed by the player are recorded here.
Dinner	Use ingredients you have obtained to cook dinner. Depending on the menu, you may be able to increase your maximum health and magic points by eating.
Sleep	Recover health and magic points by sleeping. *If you sleep without eating first, then only half of your maximum health and magic points will be restored.
Leave Home	Select this to leave your home and enter the town.

Starting a New Day

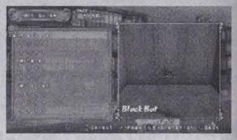
Once you leave the dungeon, you will not be able to return until after you sleep in "Your Home" first. Defeat monsters that enter your dungeon while you sleep, keep expanding your dungeon, and lure even bigger beasts to their doom!

Using the Museum

You can view guide books in the town's museum to see what monsters you've defeated and which items you've acquired.



While viewing a guide book, you can press the △ button to view a description, and use the ⬅ and the ➡ directional buttons to change the page. Select "Leave Museum" from the menu to return to the town.



Advice

By paying close attention to what townsfolk say, you can get all sorts of hints and receive various quests to carry out.

Before entering the dungeon, purchase building material from the building shop. Keep building the dungeon bigger in order to trap all sorts of new monsters!

Try not to build rooms with bare materials, or place your building materials all in a row. Remember to build rooms and decorate corridors with wallpaper too. If you do a good job in decorating your dungeon, monsters with more powerful weapons, armor, and items will take up residence inside.

Genju

If you rescue this "genju" from its captor (a powerful monster), it will fight monsters by your side.
Genjus specialize in transformation, by which they can change into all sorts of different monsters, including a fire bunny, skeleton, goblin, dark knight, and so on.

While Transformed, the genju takes on that monster's abilities as well as its form. The genju can also equip powerful weapons and shields, and can learn various skills and magic spells associated with the monster whose form it has taken as it grows stronger over time.

Basic Genju Commands

Order	Issue direct orders to the genju.
Change	Select a monster for the genju to change into.
Equip	Change the genju's equipment.
Status	Display the genju's status.
Skill	Display the genju's learned skills.
Train	Set the genju's actions.

Training

Train the genju according to the skills of the monster it has transformed into

Auto Battle	Turn this on to make the genju automatically transform into a monster and attack.
Direct Attack Range	Set the range for Auto Battle (the distance to the monster).
Avoid Danger	Turn this on to make the genju revert to its original form whenever it appears that the player is about to accidentally attack it.
Use Potions	The genju will automatically drink equipped potions whenever its health is depleted.
Use Magic	Set the frequency for using magic.
Magic Setting	Set which specific learned magic spells can be used by the genju.

Magic

There are several different magic attributes in **Dungeon Maker 2**. The power of an attack will depend on the attributes of the monster it is used upon. Choose which school of magic to use depending on the affinity between various attributes.

*Refer to the rule book for a description of attribute affinities

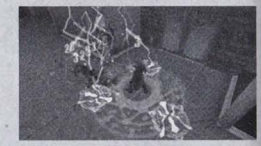
An Overview of Typical Magic Spells

Fireball

Hurls a high-temperature ball of fire at the enemy

Thunder

Drops a thunderbolt on the enemy's head

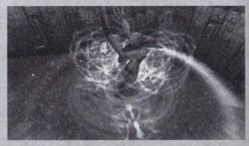


Salamander

Summons a salamander (type of fire sprite), which attacks surrounding enemies

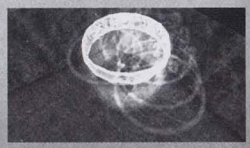
Sylph

Summons a sylph (type of wind sprite), which attacks surrounding enemies



Holy Ring

This magic spell illuminates the surrounding area with a holy light that is highly effective against the undead



Roots

A "root' is an accessory in which a spirit resides. Affix these to a weapon to improve its attack rating, magic attributes, and so on.

The Effects of Roots

The Attack Rating of Roots

Roots can increase the attack rating of a weapon (depending on the root's attack rating).

The Magic Attributes of Roots

Roots with magic attributes (fire, water, wind, earth, holiness, and darkness) give the same attributes to weapons.

Developing (Enhancing) Roots

The attributes of a root can be enhanced by using the fang of a beast. The specific attribute will depend on the type of fang used. The number of times a root can be strengthened is fixed, and the types of attributes that can be strengthened will also depend on the specific root.

Example: Although it is possible to strengthen the wind magic attribute of a wind root by a great deal, its other attributes will not have nearly the same magnitude of effect.

Initializing Roots

Initialize a strengthened root by pressing the △ button while selecting a root from Items -> Strengthen Root in the command menu.

Communicating over the Network

This mode allows you to use the PSP® wireless LAN function (Ad Hoc Mode) to swap dungeon data and items. After you receive a dungeon over the wireless network, it will appear as a "Mine Entrance" on the outskirts of town, which will be added to your map screen.

Enter Mine	Enter the mine dungeon.
Data Communication	Use the network to exchange data.
Save Dungeon	Save the dungeon data you created. To save dungeon data, you will need a "Memory Stick Duo" or "Memory stick PRO Duo" with at least 128 KB of free space.
Save Mine Data	Save the mine dungeon data.
Load Mine Data	Load the mine dungeon data.
Exit Mine	Go back to the town map.

Notes Regarding Network Play

To ensure an enjoyable network play experience, make sure that both you and your friend take the following precautions.

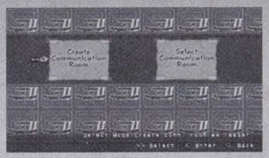
Network Settings

Make sure that both players go to Settings in the PSP® Home menu and set Ad Hoc Mode in Network Settings to Automatic. Alternatively, you can also have both players select the same channel (Ch 1, Ch 6, or Ch 11).

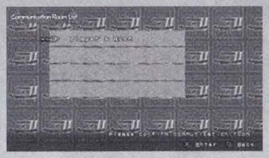
The WLAN Switch

Turn on the PSP® WLAN switch (see p. 3). Do not turn the WLAN switch off while you are playing in Ad Hoc Mode.
Make sure that both players are within 10 meters of each other while playing in Ad Hoc Mode.

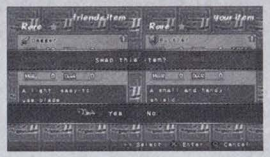
Steps for Sending/Receiving Data



Go to the mine and select "Data Communication" to go to the network room creation screen. One of the players acts as the host player and selects "Create Communication Room".



The other player selects "Select Communication Room". Select the person you want to link up with from the communication room list that appears on the screen.



Once both players select "Send Dungeon Data", the data will be transferred.

***The area of the other player's dungeon you can explore is limited.** Keep in mind that if your own dungeon has only been built down to the third floor, even if your friend's dungeon includes five floors, you will still be limited to exploring just the first three floors of your friend's dungeon.

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